Abgrund v8_3

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Flow

$$\textcircled{G}\ \text{Flow}$$

$$\textcircled{S}\ \exists\text{Flow}$$

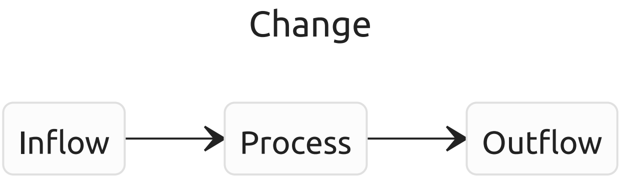
$$\textcircled{T}\ \text{Flow is everything}$$

$$\textcircled{A}\ \text{Flow} \supset \forall E$$

$$\textcircled{D}\ \text{Change} := E$$

$$\textcircled{T}\ \text{Change is omnipotent. It is the relevant difference between two States.}$$

Characters



$$\textcircled{T}\ \mathit{Anchor} : A\ \textcircled{U}\ \text{Use as anchor for naming.}$$

$$\textcircled{T}\ \mathit{Hidden} : H\ \textcircled{C}\ B(A) = B(A + H)$$

$$\textcircled{U}\ \text{Given only some A, H is everything but A: for the purpose unimportant and unknown}$$

Ⓣ denoted as : $<:>$

Ⓣ defined as : $<:=>$

Ⓔ $< \text{Expression} > \supseteq (< \text{Character} > < \text{Object} > < \text{Variable} > \text{...})$

Ⓣ $< \text{Expression} >$ is any Output

Ⓓ $1\ 2 \neq 2\ 1$

Ⓝ Formulae are ordered by convention.

Ⓓ $1\ 2 \equiv (1 \rightarrow 2)$

(D B) $(1\ 2) \equiv (2\ 1)$

(D B) $\infty := \nexists b > \infty > a$

Notation

Ⓒ $\exists E \equiv \exists(E)$

Ⓓ $x_1^3 1 :\equiv 1\ 2\ 3$

(Alt) $x_1^\infty 1 := 1\ 2\ 3 \ldots$

(Alt) $x_1^3 := 1 \ldots 3$

Ⓓ $f(1\ 2\ 3) \equiv 1f2f3$

Ⓓ $\lim \rightarrow a := (\lim \rightarrow a = b) \wedge (b < a)$

Ⓓ $|3 := \lim \rightarrow 3$

Terms

Ⓓ Object $:= \nleftrightarrow_{[A\ 1]}^{[Z\ 9]}$

Ⓑ Object $= E$

Ⓓ $Z := \nleftrightarrow_A^Z$ Ⓣ $=:$ Constant

Ⓓ Variable $:= \nleftrightarrow_a^z$

Ⓓ Identity $:= \nleftrightarrow_3^\infty$

$$\textcircled{D}\ \text{Function} :\nleftrightarrow (f(E)\ f(E\ E))$$

$$\textcircled{D}\ \text{Activity} : f(E \ldots\ E)$$

Set

$$\textcircled{T}\ \mathit{Super}(A(\mathit{Sub})) = \mathit{Setting}(A(\mathit{Structure}))$$

$$\textcircled{D}\ E :\equiv E(\ ) \equiv\nleftrightarrow_a^z$$

$$\textcircled{D}\ E(\ ) \neq \varnothing$$

$$\textcircled{D}\ E() = \varnothing$$

$$\textcircled{C}\ 1E.2E \equiv 2E^{\cdot}1E = 2E(1E)$$

$$\textcircled{E}\ \mathit{drive\_car}_{.}\mathit{start\_engine}(\mathit{putin\_key}\ \mathit{turn\_key})$$

Wechselwirkung

$$\textcircled{B}\ I\ O : I \to O$$

$$\textcircled{D}\ I := \mathit{Super} + \mathit{Sub}$$

$$\textcircled{A}\ E : \exists I \to O\ |I \neq O$$

$$\textcircled{\mathit{Alt}\ A}\ [I \wedge O] \leftrightarrow E$$

$$\textcircled{T}\ \text{Emergence is } [I \wedge O] \leftrightarrow E$$

$$\textcircled{D}\ \text{Identification} : 6E \wedge 7E \to 6E \neq 7E$$

$$\textcircled{D}\ 6E \wedge 7E \to 8E$$

$$\textcircled{\mathit{Alt}, C}\ 6E(7E) = 8E$$

$$\textcircled{T}\ \text{Identification refers to its object.}$$

$$\textcircled{T}\ \text{Situation} : M = (\text{Flow} \nleftrightarrow (x \subset \text{Flow}))\ \text{at one time t}$$

$$\textcircled{D}\ E := 1M \to 2M$$

$$\textcircled{N}\ \text{Change is the least noticable difference between two situations.}$$

Objects

Identification as Ordinals

$$\textcircled{D}\ \text{Ordinal} := \nleftrightarrow_0^n 1$$

$$\textcircled{T}\ \text{Identification(Feature)}+$$

$$\textcircled{D}\ \text{Type}\mathit{sameness} :=\ 1\text{E}(1\ 2)\widehat{=}2\text{E}(1\ 3)$$

$$\textcircled{T}\ \text{Same types are put into sets called Group.}$$

$$\textcircled{D}\ \text{Tokensameness} :=\ E(1\ 2) = O(1\ 2)$$

$$\textcircled{T}\ \text{The Token is called a Property if }\ = (1G\ 2G\dots)$$

$$\textcircled{T}\ \text{Trait}:\ \subset (\text{Token})$$

$$\textcircled{T}\ \text{Same Traits are put into sets called Family.}$$

Units

Cardinality

$$\textcircled{A}\ 1 := (b - a) : \mathbb{N}(\dots a\ b\dots)$$

$$\textcircled{D}\ E0 := \neg E = \not{E} = ()$$

$$\textcircled{D}\ E1 := (E)$$

$$\textcircled{D}\ E2 := a : a > E1$$

$$\textcircled{C}\ \exists E := \vee(E1\ E2)$$

$$\textcircled{C}\ \forall E := \wedge(1E\dots\infty E)$$

$$!!\textcircled{D}\ < (E3\ E4\ E5\ E6) \wedge (\nleftrightarrow_{E3}^{E6} = E2)$$

E6 E7 E8 E9

Grading

Behaviour

$$\textcircled{T}\ \text{Behaviour is object's inner and outer being.}$$

$$\textcircled{D}\ Behaviour := B_6^6(a) = O^5(a) \wedge I_7(a)$$

$$\textcircled{E}\ B \supseteq \text{linearity, proportionality}$$

$$\textcircled{U}\ \text{Behaviour is the process of how the previous Output becomes the next Input.}$$

Feature

$$\textcircled{D}\ View : V$$

$$\textcircled{T}\ \text{Feature is a trait of its object by View.}$$

$$\textcircled{D}\ \text{Feature} : F = V(1E \subset 2E)$$

$$\textcircled{D}\ \text{Group} := \wedge_{1F}^{\exists F}$$

$$\textcircled{T}\ \text{Group is convention built using Features.}$$

$$\textcircled{D}\ \text{World} : W = \forall V$$

$$\textcircled{D}\ \forall W = \forall 2(V)$$

limit border always ordered?
causal link is true then also an operator exists for that result. node relations=propositional calc